

Level 1B: The Abandoned Bastion

The Abandoned Bastion was originally excavated as a fortification by the priests of Orcus after the battle with the army of Light, intended as an additional defense against possible future assaults. As years stretched into decades, and decades stretched into a century without any significant attacks against them, the priests eventually withdrew their forces from the upper levels, abandoning the Bastion to any subterranean creatures that might choose to occupy it. In later years, the Bastion has mainly served the goblins of Greznek (Level 12A) as a staging area for raids beyond the dungeon, since it is conveniently close to the surface. Goblin raiders, usually led by hobgoblins, camp in the Bastion for long periods of time, resting and raiding at intervals. The raiding force currently in residence is led by a very strong hobgoblin by the name of War Leader Jang. The Bastion is shown on Map RA-1B.

Level 1B

Equivalent Dungeon Level: 4

Entrances: Tunnel from Ground Level Area 11

Exits: Tunnel to Level 5A, The Prison of Time in Area 1B-7; Stairs to Level 10B in Area 1B-21

Wandering Monsters: Roll every 30 minutes on a d20

1-2 3d6 goblins (see Area 1B-17)

3-4 1d6+6 goblins, 1d6 hobgoblins, and 1 worg (see Area 1B-17)

5-6 1d6 stirges

7-20 No encounter

Detection: Normal

Shielding: None

Continuous Effects: None

Standard Features: All doors in this area are constructed of wood and banded with iron. Pit traps are covered and 10ft deep, but the covers do not lock upon closing unless otherwise noted. Portcullises are standard, and each has an opening lever on the far side from the dungeon's entrance at 1B-1.

Stirges: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

1B-1. Entry Chamber (Broken Defense Wall)

The ceiling of this large chamber is quite high, rising thirty feet above the floor. The shape of it causes footsteps to echo faintly in the heights of the room as the characters move into the area. The western part of the ceiling is carved with interlocking bas-reliefs of demons and skulls, but

the stone over the rest of the room is undecorated, as if the work had never been completed. The floor is strewn with chunks of stone and rubble, centering on a U-shaped structure near the center of the room, a low wall about one foot in height. From what the characters can tell, the wall was once considerably taller, but has been broken apart.

1B-2. Empty Alcove-Room

This deep alcove is empty, and the floor is deeply coated in a layer of undisturbed dust.

1B-3. Mist-Alcove of the Otherworlds

If anyone steps into this deep alcove, the entire alcove suddenly fills with mist, so thickly that the characters inside are not visible at all. The character must make a saving throw or be swept into the alcove by the force of the magic that forms the mists. The mist itself is a ghostly otherworld in which the character wanders for 10 minutes before the mist clears and the corridor is once again visible. While the character is inside the mist, one of six possibilities occurs:

- 1 Find an *amulet* floating in the mist (when worn, this amulet grants +1 to hit for the next 3 attacks, then turns into mist)
- 2 Find a **giant grey spider** in the mist (one round of combat will take place, then the spider disappears)
- 3 Find a skeleton in the mist (normal skeleton, not animated)
- 4 Find a ghostly eyeball floating in the mist (it watches the character, but does nothing and cannot be attacked)
- 5 Find a bottle of liquid. It is either **poison** (50% chance) or a *potion of gaseous form* that lasts 1d6+6 x 10 min. (50% chance)
- 6 The character encounters a terrifying presence inside the mist that cannot later be described or clearly remembered. The character's hair turns white, and he or she has a very strong sensation that something very horrible has just drawn slightly closer to the world.*

*The sensation that something very horrible has drawn closer to the world is absolutely correct. This is a progressively dangerous encounter. If a second character enters the mist and the result of the die roll is again a 6, the second character must make a saving throw or permanently lose 1 hit point. A third character with this encounter must make their saving throw or die.

1B-4. Empty Alcove-Room

There is nothing of interest in this area.

1B-5. Den of the Worg-Pack

Eight messy piles of torn bedding material are spaced widely apart in this room, the floor of which is scattered with some skulls, shards of cracked bone and other garbage. The figures of four huge wolves stand ready to spring.

LEVEL 1B

This large room is the lair of **8 worgs**, but only 4 of them are actually here at any given time. The worgs of this level, unlike the goblins, are permanent inhabitants of the upper level rather than visitors camping here temporarily while raiding the surface. The worgs are led by the pack leader **Ohakaal Uo**. Ohakaal is extremely intelligent and cunning—the spirit behind this creature’s eyes is demonic and merciless. He responds to threats creatively and intelligently, although he generally follows the plans set out by War Leader Jang (see **Area 1B–21**). The worg leader considers Jang to be the best raider-chief to seize control of this level in quite a while, and is willing to cooperate with the burly hobgoblin as long as his worg pack is not placed in unnecessary danger.

Hanging on a low peg in the room is a strange suit of black plate mail which is, upon inspection, a set of worg-sized barding. Ohakaal wears this armor into pitched battles, although not on raids when speed is of the essence. If the worgs are warned ahead of time, and a goblin is present to help Ohakaal don the armor, Ohakaal is wearing it when he encounters the party. He cannot put it on without help, however, so he is not armored unless the goblins and the worgs have had a chance to prepare.

Worgs (3): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Ohakaal the Pack Leader: HD 6; AC 6[13] (or 3[16] if armored); Atk 1 bite (1d8+1); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Treasure: Although they are not highly motivated by treasure or wealth, Ohakaal makes sure that his worgs take a share of the pillage when they raid, predominantly to remind the goblins of how much their success depends on Ohakaal’s pack. The contents of the first seven piles of bedding may be determined as follows: 2d100 gp, 2d1,000 sp, 1d6 gems (1d6 x 100 gp). Additionally, bed #2 contains a *potion of fire resistance* and bed #6 contains a *potion of heroism*. The eighth pile of bedding is that of Ohakaal himself, containing 400 gp, a gem worth 300 gp, and a skeletal hand wearing a *ring of protection* +1.

1B–6. Large Hallway

The temperature in this wide hallway becomes perceptibly warmer toward the southern end.

1B–7. The Gate of Cauldrons

The wide hallway terminates here, blocked by a massive set of bronze double doors. The doors are held together by a massive bronze plate fashioned into the shape of a demon’s face. Ram’s horns curl around the bestial, goat-like visage, which bears the mark of a skull etched deeply into the center of its forehead. Along the top of the doors there is an inscription (see side box). The doors are slightly warm to the touch.

On the far side of the Gate of Cauldrons, the corridor wall is of natural stone. This is where the excavations opened upon a pre-existing tunnel through the stone, and when the priests discovered what was in the depths below, they sealed off the area. The tunnel leads to **Level 5A**, The Prison of Time, arriving in **Area 5A–1**.

The Inscription of the Gate of Cauldrons:
“*The Gate of Cauldrons is sealed and forbidden
At the peril of life
At the peril of soul
At the peril of fire and eternal undeath
Turn back before the Seal of the Great Goat
Turn back before the Seal of the Master of Corpses
Turn back before the Seal of the Great Prince of the Abyss*”

1B–8. The Horrible Smokehouse

When the door of this room is opened, it is immediately obvious that the room is filled with smoke; a tangy, savory smell fills the area as the smoke drifts out of the room and up to the corridor ceiling. Visibility is extremely poor inside the room, limited to only a couple of feet.

This is where the goblins cure meat, much of which is their preferred diet of human. A **smoke mephit** makes its lair beneath a grating in the floor, producing the smoke which cures the meat. Because the smoke mephit is aggressive and territorial, the goblins do not enter this room without at least one of the worgs from **Area 1B–5**. The smoke mephit has tangled with the worgs before, and learned that they are not to be trifled with. It does not bother anyone who enters the area with a large dog, but otherwise it attacks intruders when it deems the time to be right.

The room contains six human and three pig bodies hung by hooks from the ceiling. Since visibility in the room is limited to approximately 2 ft., and it is likely that the characters find the bodies by bumping into one of them—an unpleasant surprise. Once a party member has entered the room, the mephit waits for the optimal time and then attack.

Smoke Mephit: HD 2; AC 4[15]; Atk 2 claws (1d2); Move 12/18 fly; Save 16; AL N; CL/XP 3/60; Special: breath weapon, immune to fire, summon mephit

Treasure: The mephit has accumulated a small amount of treasure, items that the goblins did not notice on bodies they placed in the room for smoke-curing. Underneath the mephit’s grate there are 17 gp, 40 sp, and a gem worth 200 gp.

1B–9. Empty Room

This room contains nothing that would be of interest to a party of adventurers.

1B–10. Phase Spiders

The goblins avoid this room, which contains a pair of **phase spiders** that has taken up residence here, occasionally sneaking through the walls to browse through the goblins’ smokehouse in **Area 1B–8**. If the characters make friendly contact with the goblins of this level, the goblins may offer to pay them a small sum to destroy these predators.

Giant Phase Spiders (2): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

Treasure: The phase spiders have accumulated a small amount of treasure from prey they have brought back to their lair. Scattered on the floor of the room, searchers find 57 gp, 70 sp, an opal set into a gold chain (100 gp), and a small ivory statue of a demon (200 gp).

1B–11. Empty Room

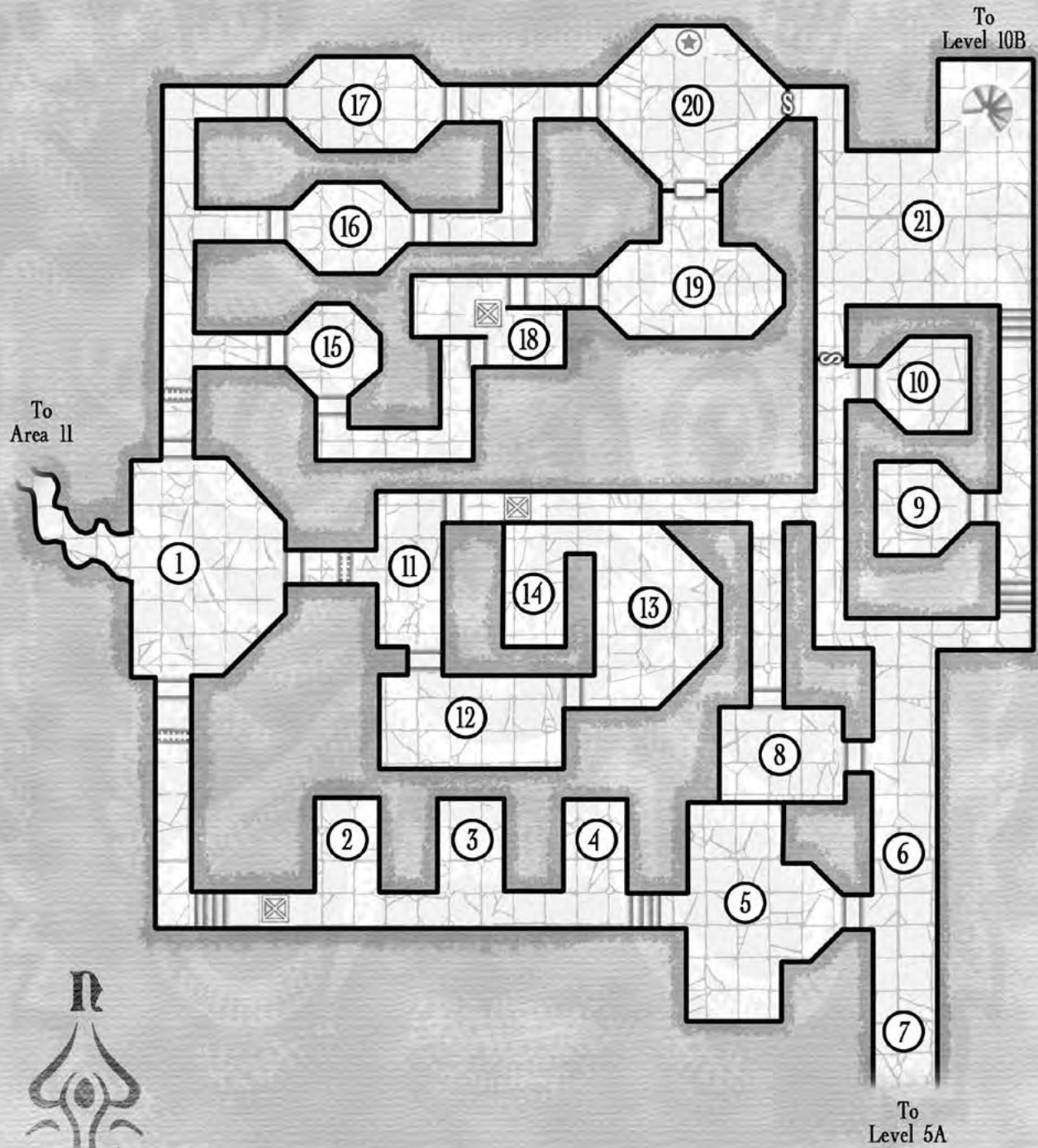
This room is empty.

1B–12. Refectory

This room appears to have once been a dining area, for the remains of three long tables can still be identified, although the wood is rotted and the tables have collapsed to the floor. Tattered and faded tapestries still hang from rusted bars on the walls, and a few broken earthenware plates lie around on the flagstones. The only sign of life in the room is a fireplace

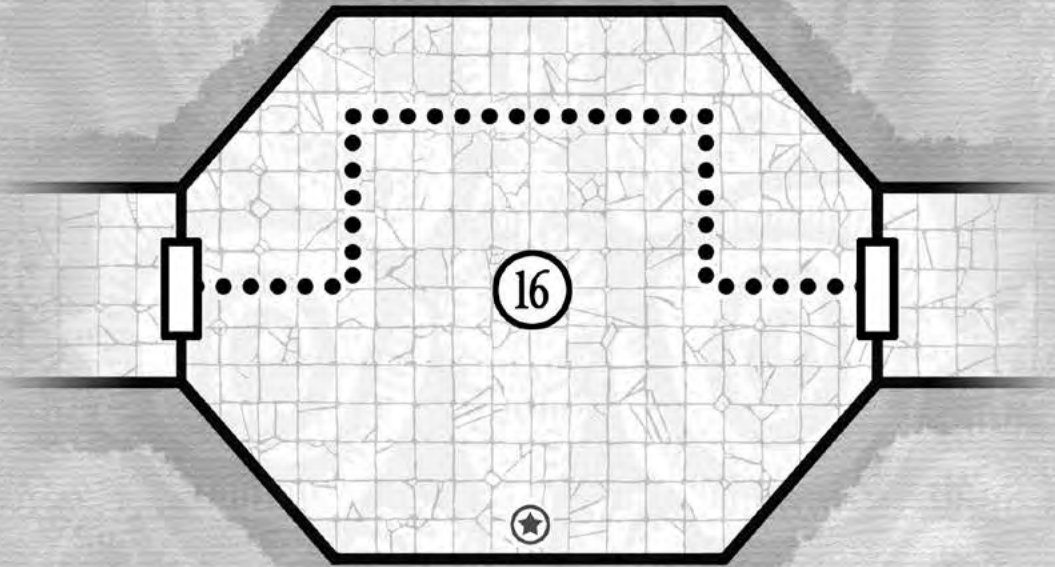
THE ABANDONED BASTION

Level 1B
1 square = 10 feet



Level 1B
Area 16

1 square = 2 feet



••••• = safe path of travel



LEVEL 1B

in the northern wall; a fire burns merrily inside it.

The fireplace is an illusion, although it is a powerful one that produces both light and warmth. Passing a hand through the illusionary fire does not inflict damage, and makes it clear that this is nothing more than a magical phenomenon.

1B-13. Kitchen

The large fireplace and stone countertops against the eastern walls of this room immediately identify it as a kitchen; obviously, though, it has not been in use for quite some time. There are a few bent or broken kitchen implements lying on the countertops, and some rusted iron hooks hanging from the ceiling. Light reflects off what appears to be a large puddle of water in and surrounding the fireplace; this is actually a **grey ooze**. The ooze does not generally hunt in the corridors of this level; it squeezes its way up the chimney (rock falls have effectively blocked the chimney to anything other than an ooze) and hunts by night on the surface.

Grey Ooze: HD 3+3; AC 7[12]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Treasure: The grey ooze has no treasure in this room, but its presence has prevented any treasure-seekers or scavengers from pillaging the treasure of **Room 1B-14**.

1B-14. Storeroom

The walls of this room are lined with rotting wooden shelves; it was obviously once the storage room for the adjacent kitchen. Almost everything in the room has rotted away with age; scraps of molding burlap and piles of dust indicate where sacks and food have decayed into bits. The glass bottles that must once have stood upon shelves have fallen to the floor where most of them lie in broken shards. There are only five unbroken bottles in the entire room. Oddly, there is a shiny **meat cleaver** lying near one of the walls, apparently unaffected by the passage of time.

Three of the intact glass bottles contain nothing but dust, the dried remains of whatever liquid they once held. The fourth bottle contains whiskey that has aged to consummate perfection; it is worth as much as 500 gp to a connoisseur. The fifth intact bottle is made of thick glass and has an ornate metal stopper; it was clearly designed to be sturdy, which is why it survived a fall from the shelf. This bottle contains a yellowish liquid: it is a *potion of flying*. The meat cleaver is an enchanted weapon, treated as a short sword with +1 to hit and +2 on damage.

1B-15. Empty Room

This room is empty, but a direct path between the two doors is clearer of dust than the rest of the room, indicating that some creature or creatures pass through the room from time to time. An expert in tracking might be able to tell that something has passed through here within the last four or five hours.

1B-16. The Goblin Trap

The floor of this room has clearly been tampered with. It appears that all of the flagstones in the floor have been pried out and then replaced; some of them are higher than others, and most of them are tilted or lie unevenly. In addition, the floor has been divided with lines of blue paint into squares (and half squares) ten feet across. Three metal bowls are mounted at the middle of the south wall, one above the other. They appear to be sconces for holding short candles, but there are no candles in them.

It is difficult, especially in bad light, to notice that the “candle sconces” are actually mounted on metal rods that can rotate, so the first warning

about this **trap** is likely when the first mistake is made. However, if the party has a flying familiar, or someone *levitates* over to the bowls, or some other way is found to inspect the trap, it is clear that the bowls are filled with liquid and that something in the wall can cause the bowls to turn over, dumping their contents into the bowl below.

The goblins have rigged this room with the sort of bizarre, complex trap that goblins enjoy making. After digging up the flagstones, they installed a system of metal pressure plates, rods, and gears underneath the floor, then put the flagstones back. In order to avoid tripping the mechanisms beneath the floor, anyone walking through the room must follow a particular path, putting weight on only one “square” at a time and doing so in the proper order. If the wrong square is pressed, a gear in the wall turns to dump the contents of the top bowl into the one beneath it. At the second mistake, the mixed contents are dumped in turn into the bottom bowl, creating an explosion of poisonous gas through the entire room. After the trap is triggered all within the room must make their saving throw or fall unconscious and lose 1d3 Constitution. The Constitution points may be restored with *Cure Disease*.

Because the apparatus under the floor is quite crude (although ingenious), a fair amount of weight has to be placed on the pressure plates before the “click” that turns a bowl over. It is possible, if the players try putting only a little weight at a time onto a square, that they are able to see the bowl begin to turn, and stop putting pressure onto the plate quickly enough to avoid having the bowl turn far enough to dump its contents. The diagram shows the order in which the “squares” must be crossed in order to avoid turning over the bowls.

Obviously, if the characters are able to get to the bowls and make sure the contents do not mix, the trap is completely disarmed and the floor can be crossed any way at all without danger.

1B-17. Goblin Guards

This room is guarded by **10 goblins**, a **hobgoblin**, and a **worg**.

Goblins (10): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblin (1): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worg (1): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure.

1B-18. Goblin Guards

This room is guarded by **5 goblins**. One of them has a bell to ring in case of attack; if he has time to sound the alarm, the ringing of the bell alerts the goblins in **Room 1B-19**. See the description of **1B-19** for a description of the response.

Goblins (5): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Treasure: Each goblin carries 1d10 gp in a belt pouch

1B-19. Goblin Strongpoint

If the **goblins** in this room hear an alarm from **Room 1B-18**, they send their **worg** to cut off the attackers’ retreat (through **Room 1B-20** to **Room 1B-17** to **Room 1B-15**). If the worg comes tearing through **Room 1B-17** and there are still any goblins alive in that room, they follow the worg. One

LEVEL 1B

of them also runs to **Room 1B-20** to alert the rest of the goblins on this level. The remaining goblins proceed directly to **Room 1B-18** to join the defense, although it takes them 2 combat rounds to get ready and arrive.

Goblins (15): HD 1d6 hp; AC 7[12]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblins (5): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worg (1): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Treasure: Each goblin carries 1d10 gp; each hobgoblin carries 1d20 gp. The worg carries no treasure.

1B-20. The Unfinished Idol

The northern wall of this room is dominated by what appears to be the half-completed idol of a demon, its outlines hacked roughly from the stone to reveal a fat body with goat-legs and bat wings. The face has been left featureless, and none of the statue bears any fine detail. Its crossed legs are draped with a carpet of high quality, upon which a few gold coins have been scattered.

If anyone takes coins from the statue, the thief is affected with a minor curse—the character must make a saving throw or flee in terror from the room for a period of 1d3 x 10 minutes, the direction of flight being randomly determined whenever a choice is offered. Even after the terror has lifted, the character must make another saving throw when trying to enter the room, or be similarly affected. Disposing of the coins has no effect; this is a permanent curse unless it is magically removed. Taking the carpet from the demon's lap has no magical effect, although it does reveal a rather prominent part of the statue that was concealed before.

1B-21. Goblin Headquarters

This large room is the living quarters and common room for the various goblins that inhabit this upper level of the dungeons. Because the entrance is well-concealed the goblins consider it more of a staging area for raids than a defensive perimeter for the lower levels. Nevertheless, **War Leader Jang** is a cagey veteran of many desperate battles in the deeps of Rappan Athuk, and enforces a level of defensive organization unusual among goblin hordes and raiding parties.

Numerous bedrolls are scattered around the room in no particular order, and the room is filthy with scraps of garbage and other refuse. Near the top of the stair, on the northern wall, a large bell hangs from an iron mounting, with a hammer hanging from a chain beside it. If the goblins ring this bell, it can be heard through the rest of the complex, and it alerts the other goblins in the area (see "**Total Mobilization**," below).

The goblin forces in the room are led by War Leader Jang, a massive 4HD hobgoblin. Jang's "pet" goblin witch-doctor, **Harmek**, provides good luck to the raiders (but little in the way of spell power). Perhaps the most dangerous inhabitant of the room is **Kerberus** the three-headed ogre, who for some reason is fanatically loyal to Jang. In fact, Jang has learned to be quiet and calm when speaking to anyone, because if Jang yells, Kerberus kills whomever he yells at. Jang's calm, measured tone of voice, even when in combat, can be disconcerting to those who are familiar with ordinary hobgoblin leaders.

If the goblins are clearly being defeated, they flee down the stairs toward the Goblin-City of Greznek, leaving Kerberus to delay any pursuit. Once safely in Greznek, they have no interest in gaining a reputation as losers and cowards. For this reason, they tell no one that they were defeated in combat, and sound no alarm about the party's presence in the dungeon.

Total Mobilization

When the Goblin Headquarters is alerted to a threat, there is a general plan that all the goblins and worgs are supposed to follow when the great bell is rung. Obviously not all of the goblins will necessarily still be alive by the time the headquarters is warned, but the survivors respond according to the plan unless they realize that they are completely outmatched.

1) One of the goblins from **Room 1B-20** dashes to get the worgs that live in **Room 1B-5**. All of the worgs except Okahaal immediately heads for **Room 1B-21**; Okahaal waits until the goblin helps him into his armor, which takes one turn, and then he and the goblin follow the other worgs.

2) All of the hobgoblins, goblins, and worgs from **Rooms 1B-17, 1B-18 and 1B-19** converge in **Room 1B-20**, then enter **Room 1B-21** to see what is happening. The only exception to this may happen in the case of an alarm being sounded in **Room 1B-18**—this causes the goblins in **Room 1B-19** to send a worg running through **Room 1B-17**, and if this happens the goblins from **1B-17** follow the worg rather than heading directly to **Room 1B-20**.

3) Any goblins that have assembled in **Room 1B-21** then try to stay together, responding according to what they know about the assault and sending scouts ahead of the main force to find the attackers.

War Leader Jang: HD 4; HP 30; AC 5[14]; Atk +1 halberd (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None; Gear: +1 halberd.

Harmek the Shaman: HD 4; HP 25; AC 5[14]; Atk 1 mace (1d6); Move 9; Save 13; AL C; CL/XP 5/240; Special: Spells (2/2): *cure light wounds* x2, *hold person* x2

Goblins (20): HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Hobgoblins (5): HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Worgs(2): HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None.

Kerberus (3 headed ogre): HD 6; HP 31; AC 6[13]; Atk 2 clubs (1d10); Move 9; Save 11; AL C; CL/XP 6/400; Special: 3 saving throws against any charm or mind-controlling magic.

Treasure: War leader Jang has a chest (locked and **trapped with a poison needle**, 1d6 damage if triggered) that contains 3,000 gp, 8,000 sp, a necklace (1,000 gp), a *potion of healing* and a *potion of water breathing*. A second chest, belonging to Harmek the Shaman, contains 17 voodoo dolls, a cluster of vulture feathers, a *potion of levitation*, a smoke bomb, six silver knives (5 gp each), a dried human eyeball, a *scroll of cure light wounds*, and five worthless but colorful rocks.

Each of the goblins carries 1d10 gp in a belt pouch; each hobgoblin carries 1d20 gp. The worg carries no treasure.